



Dmytro Havryliuk

Game Developer

I am looking for a job in game development as a programmer. I want to contribute to the project and gain practical skills in the industry. I am able to learn new skills quickly and easily establish cooperation.

EXPERIENCE

Praktyki w Rubens Games •
MageJam 2024 •
Game jam w ramach Festiwalu ANIMATOR •
PoGJam 2025 •

HARD SKILLS

- Unity C#: working on 2D and 3D projects;
- Git and GitHub version control systems;
- 3ds Max: modeling simple 3D models;
- Photoshop: creating 2D assets and UI elements;
- Additional skills: C++ and Python;

EDUCATION

I have been studying at Collegium Da Vinci since 2023, bachelor's degree, full-time field of study: Game Development

SOFT SKILLS

- logical thinking
- ability to work under time pressure
- resistance to stress
- communication skills and ability to work in a team
- willingness to learn and self-develop

PORTFOLIO

 +48 507 075 278

 dimagavriluk@gmail.com

 Poznań, Poland

